

(19) World Intellectual Property
Organization
International Bureau



(43) International Publication Date
14 July 2005 (14.07.2005)

PCT

(10) International Publication Number
WO 2005/063157 A1

(51) International Patent Classification⁷: **A61F 13/12**

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(21) International Application Number:
PCT/IB2004/004217

(22) International Filing Date:
16 December 2004 (16.12.2004)

(25) Filing Language: English

(26) Publication Language: English

(30) Priority Data:
0329706.6 22 December 2003 (22.12.2003) GB

(81) Designated States (*unless otherwise indicated, for every kind of national protection available*): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NA, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.

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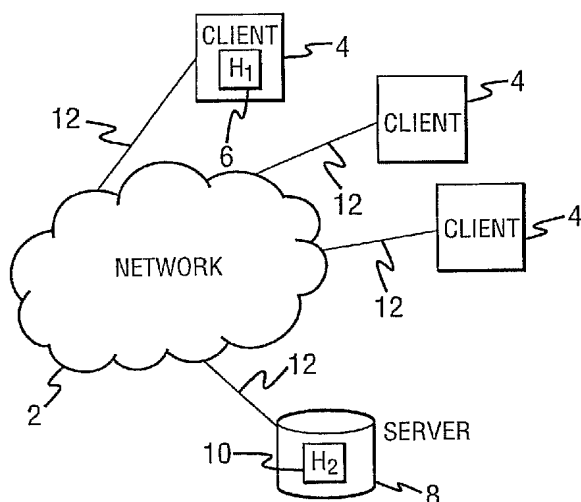
(84) Designated States (*unless otherwise indicated, for every kind of regional protection available*): ARIPO (BW, GH, GM, KE, LS, MW, MZ, NA, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IS, IT, LT, LU, MC, NL, PL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

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(54) Title: ONLINE GAMING



(57) Abstract: An online gaming system enabling users connected to a communications network to interact with a computer game being played across the network, the system comprising at least one state engine for controlling the state of the game and at least one presentation engine for controlling the presentation to users of an output representing the state of the game; the state engine being arranged to enable one or more users to affect the state of the game by communicating with the state engine and thereby act as participant(s) in the game; and the presentation engine being arranged to enable at least one other user to affect the presentation of the output to one or more users acting as spectator(s) of the game by communicating with the presentation engine.

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Published:

— with international search report

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